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SOUVENIR DE PARIS EPILOGUE
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PREVIOUSLY IN DONALD DUCK & FRIENDS 355...

THE ***ORGANIZATION***, SWORN ENEMY OF THE ***AGENCY*** REMAINS IN PURSUIT OF THE '***UNIVERSAL KEY***,' A SOFTWARE DISC CAPABLE OF OVERRIDING ANY COMPUTER SYSTEM IN EXISTENCE; AND THE ONLY DUCK DARING ENOUGH TO KEEP IT OUT OF THEIR HANDS IS ***DONALD DUCK*** AKA ***DOUBLE DUCK***! NOW, EVIL AGENTS FROM THE ORGANIZATION HAVE PRETENDED TO KIDNAP ***DAISY*** IN ORDER TO FORCE OUR HERO INTO SURRENDERING THE DISC. JUST AS OUR SUPER-SPY PREPARES TO HAND IT OVER, HE'S UNEXPECTEDLY RESCUED BY ***KAY K***, DOUBLE DUCK'S EX-PARTNER WHO HAS BEEN SECRETLY WORKING FOR THE AGENCY AS A DOUBLE AGENT. SHE SHOWS UP IN THE NICK OF TIME TO GET THE DISC TO SAFETY AND INFORM DONALD THAT SOMEONE'S PLOTTING TO TAKE HIM OUT...

AND WHO'D THAT BE?

I DON'T KNOW, BUT HE'S SOMEBODY INVOLVED WITH YOUR ***FIRST MISSION!***

I'LL SEE YOU SOON, DD! WATCH YOUR BACK!

I'LL DO MY BEST!

REMEMBER, ***NO ONE*** MUST KNOW I HELPED YOU!

DON'T WORRY. YOUR SECRET'S SAFE WITH ME.

THE ONE WHERE I COULDN'T RECALL THOSE FAMOUS ***THREE DAYS***?*

CORRECT! BUT I CAN'T SAY ANYMORE NOW!

*ALL THE WAY BACK IN DONALD DUCK 347 — C.B.

I TOOK CARE OF EVERYTHING! THEY'LL SEND A MAID TO CLEAN UP THE ROOM!

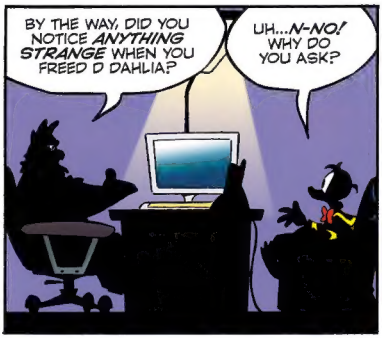
HUH...? OH! G-GOOD. I'M GLAD TO HEAR IT!

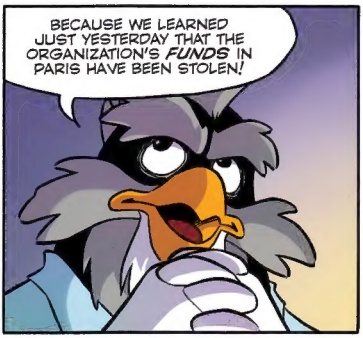
TOO BAD WE HAVE TO GO HOME TOMORROW!

ACTUALLY, I'VE HAD ENOUGH OF PARIS.

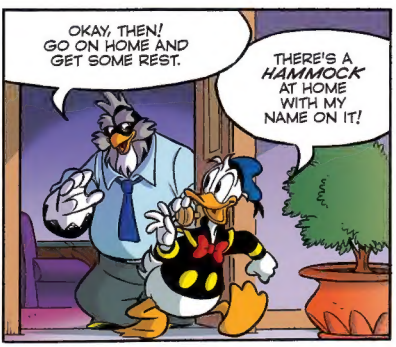
THE NEXT EVENING...
MISSION ACCOMPLISHED, DIRECTOR! HERE'S THE RECOVERED DISC!
OUTSTANDING WORK, DOUBLE DUCK! I KNEW I COULD COUNT ON YOU!
I'LL SHOW YOU ITS CONTENTS! YOU EARNED IT!
I REALLY WANT TO SEE THIS FAMOUS KEY!
GULP! IT'S A VIDEOGAME?!
SPEED
LOADING
RACING
IV
THAT'S RIGHT! THE KEY IS REALLY IN HERE!
DAISY'S MUSIC BOX?!
HOW DID YOU EVEN GET IT?
WE TOOK IT FROM YOUR SUITCASE AT THE AIRPORT AND SWAPPED IT WITH AN IDENTICAL ONE!

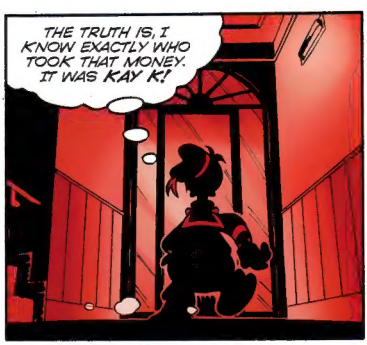
WE WERE AFRAID THE ORGANIZATION WOULD LOCATE YOU! SO WE SET UP THIS DELIVERY FOR THE DISC!
SO THE DISC I GOT WAS JUST A DECOY?
THAT'S RIGHT! UNBEKNOWNST TO HER, DAISY WAS ENTRUSTED WITH THE BINARY CODE...
...WHICH WAS ENCRYPTED IN THE NOTES PLAYED BY THE MUSIC BOX!
TLIN-TIN
DIN
AND NOW GIZMO WILL EXTRACT IT!
I CERTAINLY WILL!
SO I RISKED MY LIFE FOR A STUPID VIDEO GAME?!? I COULD HAVE BEEN KILLED! DO YOU KNOW WHAT I'VE BEEN THROUGH?
I'M SORRY BUT IT WAS NECESSARY! YOU HAD TO BE COMPLETELY UNAWARE FOR THE PLAN TO SUCCEED!

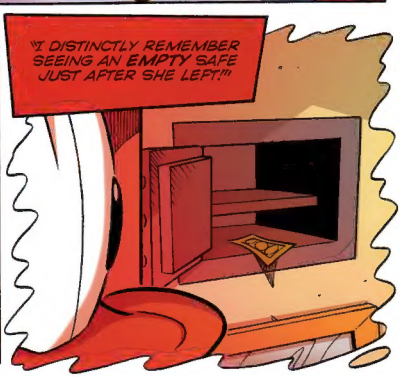

BY THE WAY, DID YOU NOTICE *ANYTHING STRANGE* WHEN YOU FREED D DAHLIA?
UH...*N-NO!* WHY DO YOU ASK?

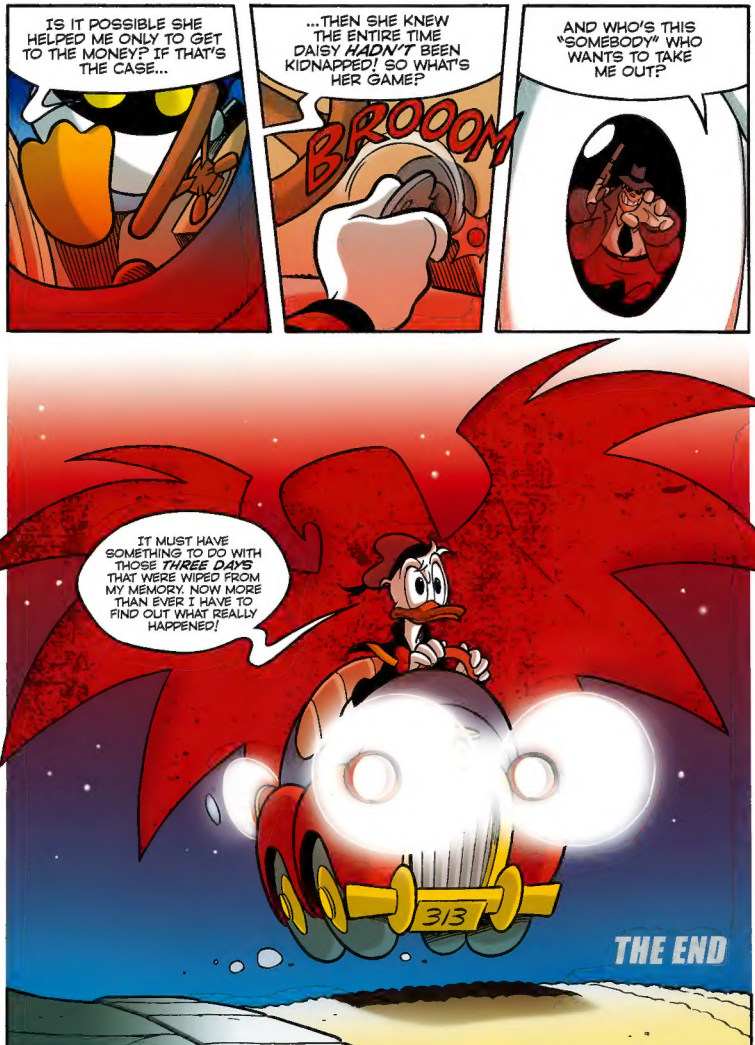

BECAUSE WE LEARNED JUST YESTERDAY THAT THE ORGANIZATION'S *FUNDS* IN PARIS HAVE BEEN STOLEN!

IT WAS ABOUT *7 MILLION* DOLLARS LOCKED IN A SAFE! OUR INTELLIGENCE CONFIRMS IT!
EM...I'M SORRY! I DON'T KNOW *ANYTHING* ABOUT *THAT!*


OKAY, THEN! GO ON HOME AND GET SOME REST.
THERE'S A *HAMMOCK* AT HOME WITH MY NAME ON IT!

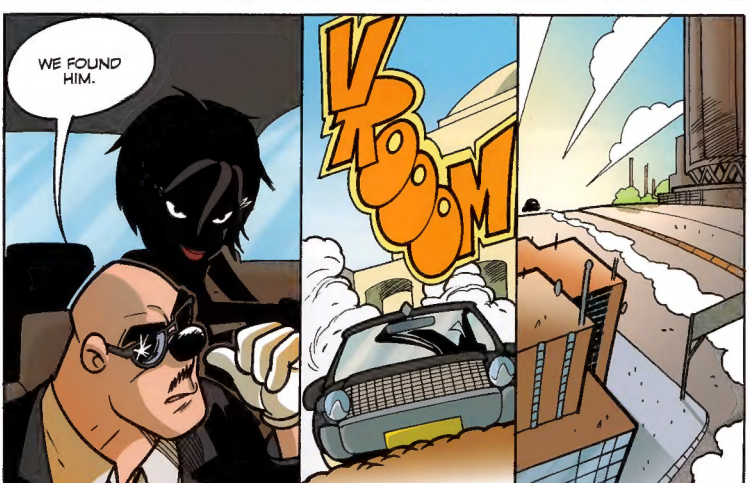

THE TRUTH IS, I KNOW EXACTLY WHO TOOK THAT MONEY. IT WAS *KAY K!*


*"I DISTINCTLY REMEMBER SEEING AN **EMPTY** SAFE JUST AFTER SHE LEFT!"*


IS IT POSSIBLE SHE HELPED ME ONLY TO GET TO THE MONEY? IF THAT'S THE CASE...
...THEN SHE KNEW THE ENTIRE TIME DAISY HADN'T BEEN KIDNAPPED! SO WHAT'S HER GAME?
BROOOM
AND WHO'S THIS "SOMEBODY" WHO WANTS TO TAKE ME OUT?
IT MUST HAVE SOMETHING TO DO WITH THOSE THREE DAYS THAT WERE WIPED FROM MY MEMORY. NOW MORE THAN EVER I HAVE TO FIND OUT WHAT REALLY HAPPENED!
313
THE END

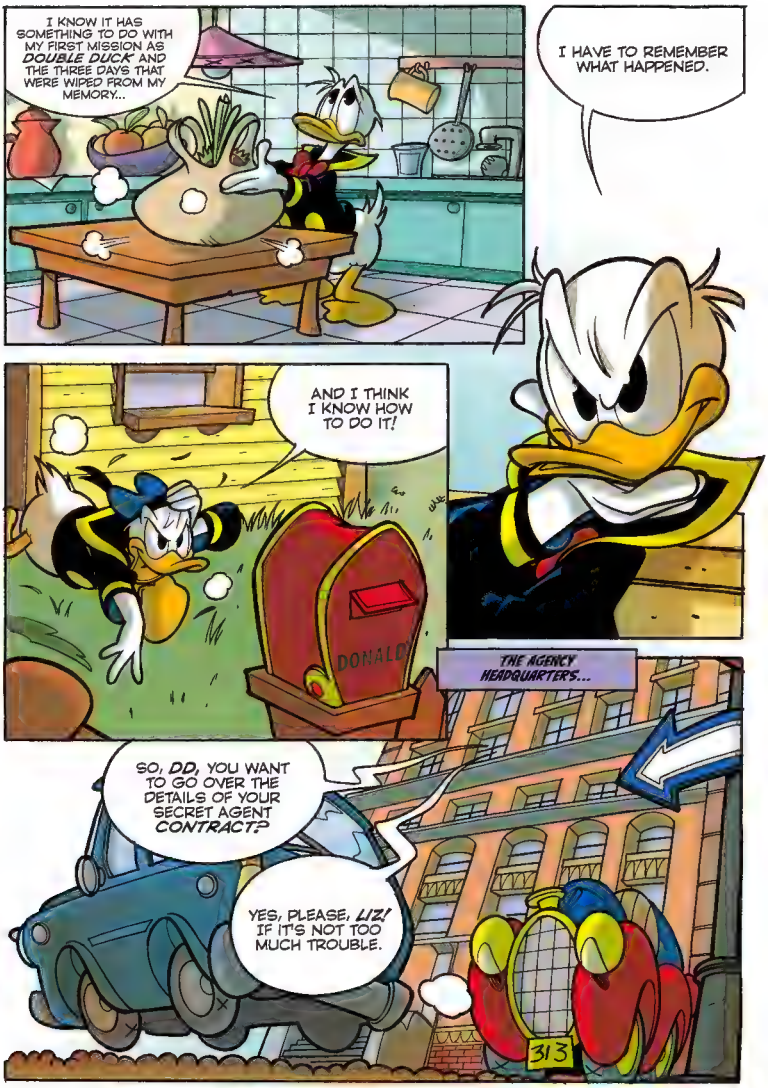
WALT DISNEY

DOUBLEDUCK
TOTAL RESET BUTTON


WE FOUND HIM.
VROOOOM

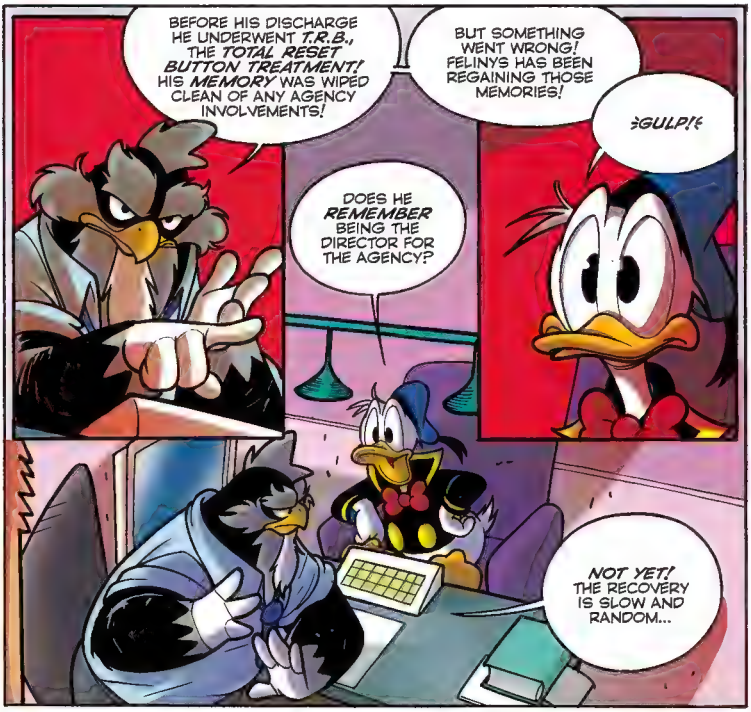
I FOUND YOU!
DUCK CO-OP
313
HOWDY, COUSIN! I WAS JUST LOOKING FOR YOU!
?
I WANTED TO SHOW YOU MY BRAND NEW DUCKERRARI! I WON IT IN THE SWEEPSTAKES!
OFFERING
HUH? OH... THE CAR... YEAH... NICE...
313
AND THAT'S NOT ALL! I ALSO WON--
YEAH, GOOD FOR YOU... BUT I GOTTA GO!
FREE TRIP
313

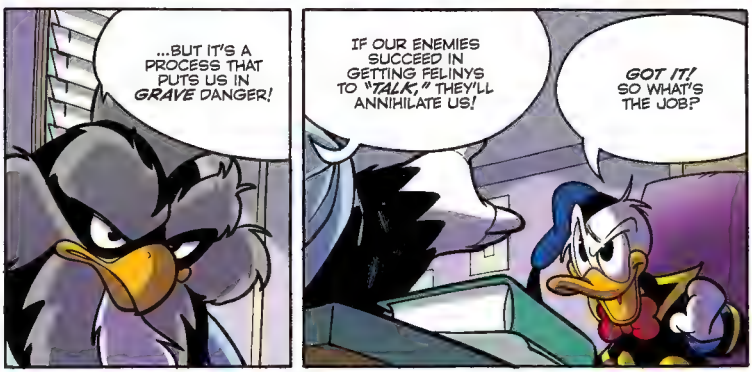
--A FANTASTIC TRIP TO...
VROOM
:SNORT!: HE TOOK ALL THE FUN OUT OF MY GLOATING!
I DON'T HAVE TIME TO LISTEN TO MORE OF GLADSTONE'S GOOD LUCK, ESPECIALLY WHEN I'M IN THE MIDDLE OF MY OWN BAD LUCK!
DONALD
"SOMEBODY'S TRYING TO KILL YOU!" THAT'S WHAT KAY K TOLD ME IN PARIS!*
*SEE DONALD DUCK & FRIENDS 355 - C.B.
BUT WHY? AND WHO COULD IT BE?


I KNOW IT HAS SOMETHING TO DO WITH MY FIRST MISSION AS *DOUBLE DUCK* AND THE THREE DAYS THAT WERE WIPED FROM MY MEMORY...
I HAVE TO REMEMBER WHAT HAPPENED.
AND I THINK I KNOW HOW TO DO IT!
DONALD
THE AGENCY HEADQUARTERS...
SO, *DD*, YOU WANT TO GO OVER THE DETAILS OF YOUR SECRET AGENT *CONTRACT?*
YES, PLEASE, *LIZ!* IF IT'S NOT TOO MUCH TROUBLE.
313

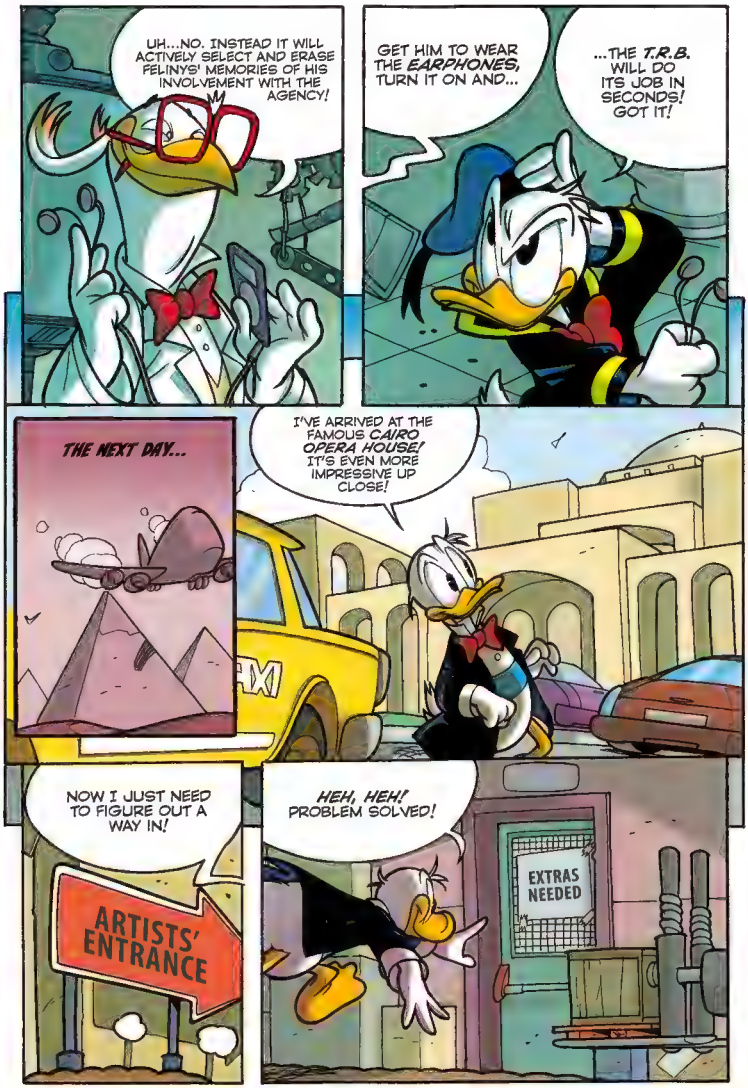
I WANT TO KNOW EVERYTHING, LIKE VACATION DAYS, HEALTH CARE, RETIREMENT PLAN...
AS YOU WISH!
WAIT HERE WHILE I GO CHECK WITH PERSONNEL!
THANKS, MY DEAR!
IT WORK'ED! NOW WHILE SHE'S AWAY...
...I NEED TO GET TO A TERMINAL AND ACCESS THE CENTRAL DATABASE!
A-HA! HERE'S ONE. I'LL HAVE TO WORK FAST...
...BEFORE SOMEONE COMES BACK TO-
DOUBLE DUCK!

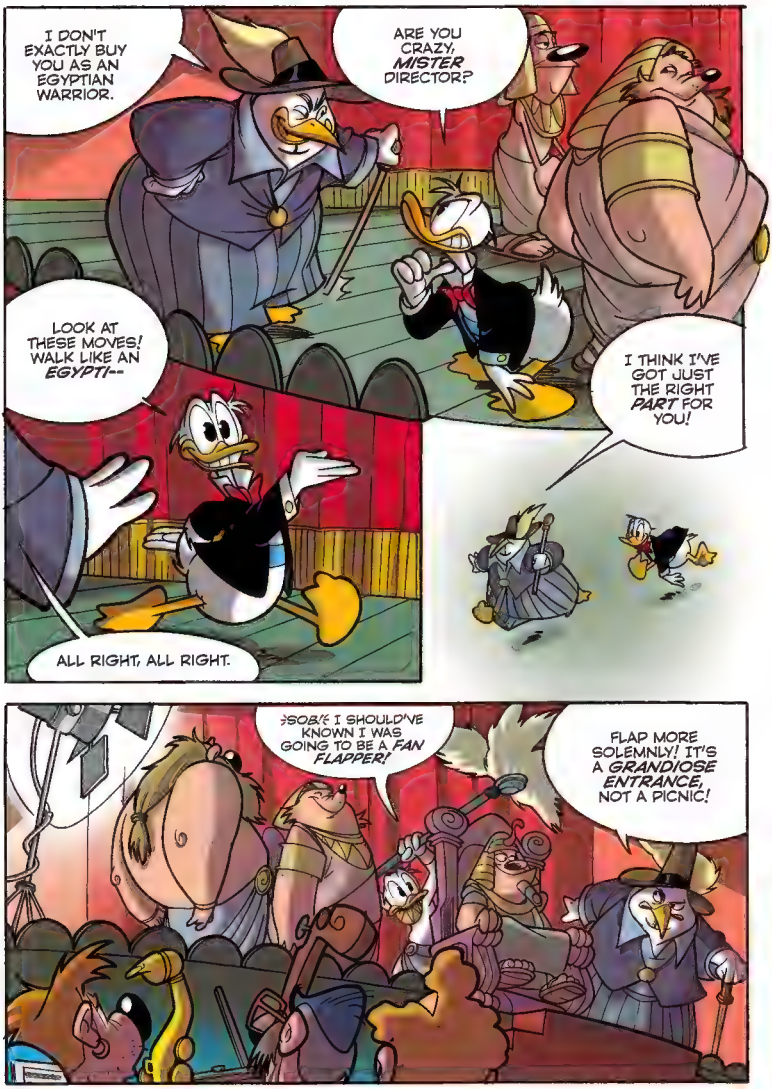
I WAS JUST ABOUT TO SEND FOR YOU! HOW DID YOU KNOW?
ALWAYS ON THE JOB, HUH?
T-TELE-PATHY?
BUT WHY DID YOU NEED TO SEE ME?
TO ASSIGN YOU A NEW MISSION! COME IN, I'LL EXPLAIN!
I ASSUME YOU REMEMBER FELINO FELINYS, THE ORCHESTRA CONDUCTOR AND THIS AGENCY'S FORMER DIRECTOR...
OF COURSE. I WAS UNDERCOVER AS HIS TRIANGLE PLAYER AT LA SCALA, THE OPERA HOUSE IN MILAN!*
*BACK IN DONALD DUCK & FRIENDS 353 - C.B.

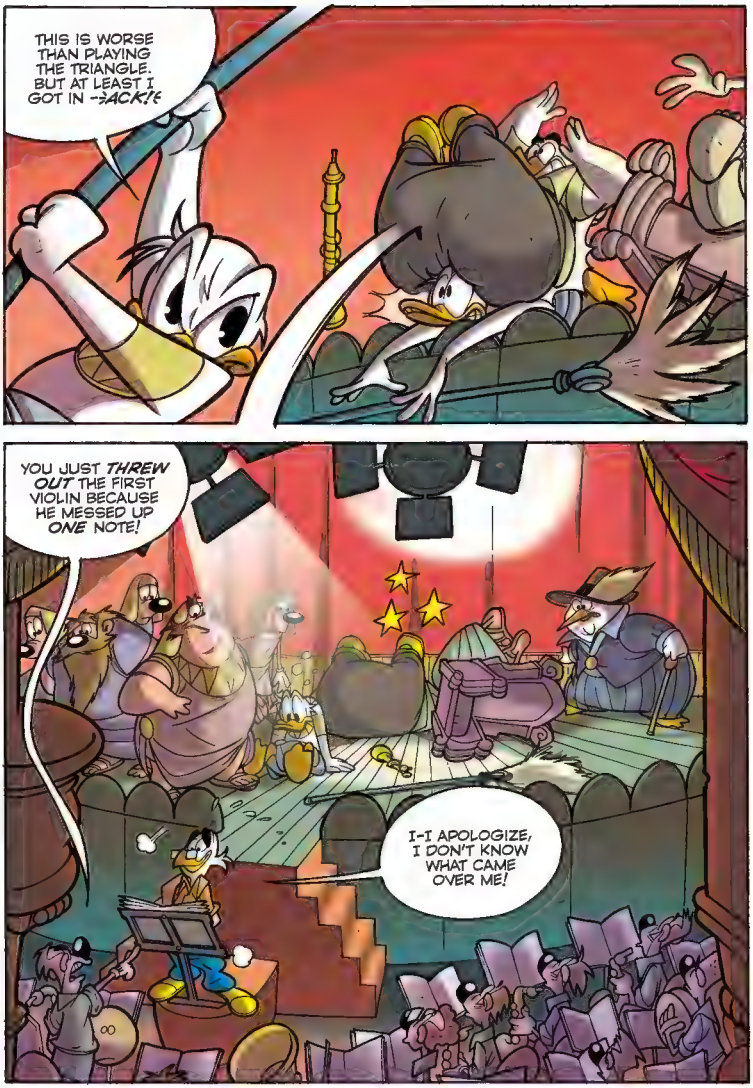

BEFORE HIS DISCHARGE HE UNDERWENT T.R.B., THE TOTAL RESET BUTTON TREATMENT! HIS MEMORY WAS WIPED CLEAN OF ANY AGENCY INVOLVEMENTS!
BUT SOMETHING WENT WRONG! FELINYS HAS BEEN REGAINING THOSE MEMORIES!
GULP!
DOES HE REMEMBER BEING THE DIRECTOR FOR THE AGENCY?
NOT YET! THE RECOVERY IS SLOW AND RANDOM...

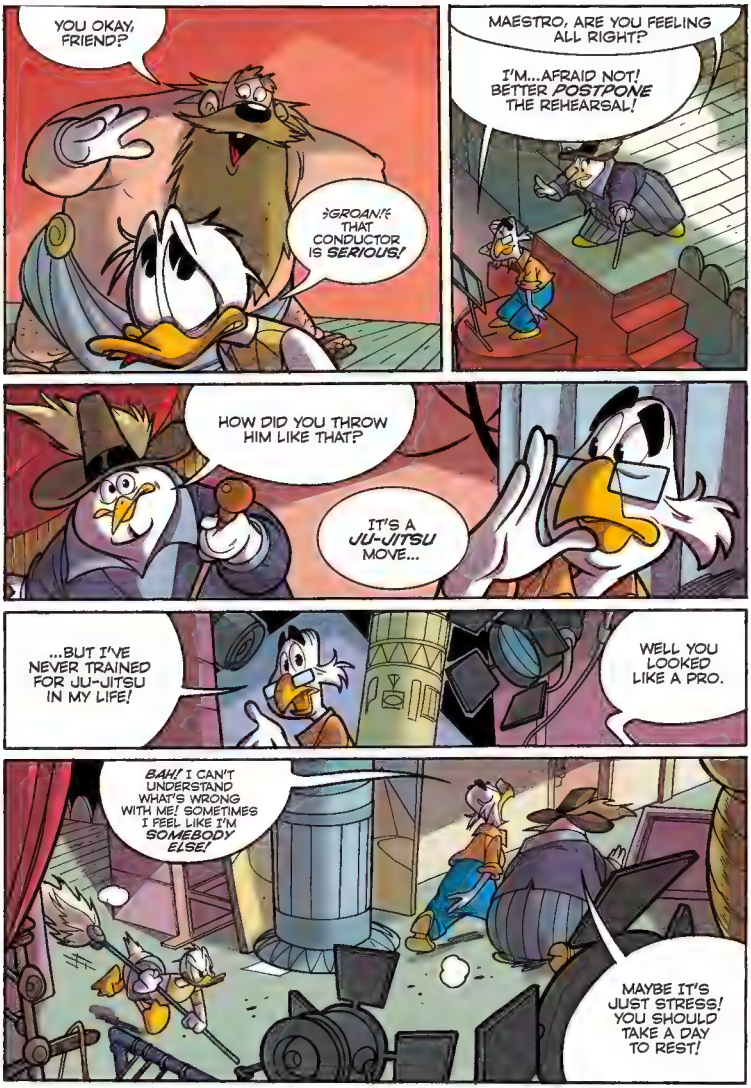

...BUT IT'S A PROCESS THAT PUTS US IN GRAVE DANGER!
IF OUR ENEMIES SUCCEED IN GETTING FELINYS TO "TALK," THEY'LL ANNIHILATE US!
GOT IT! SO WHAT'S THE JOB?

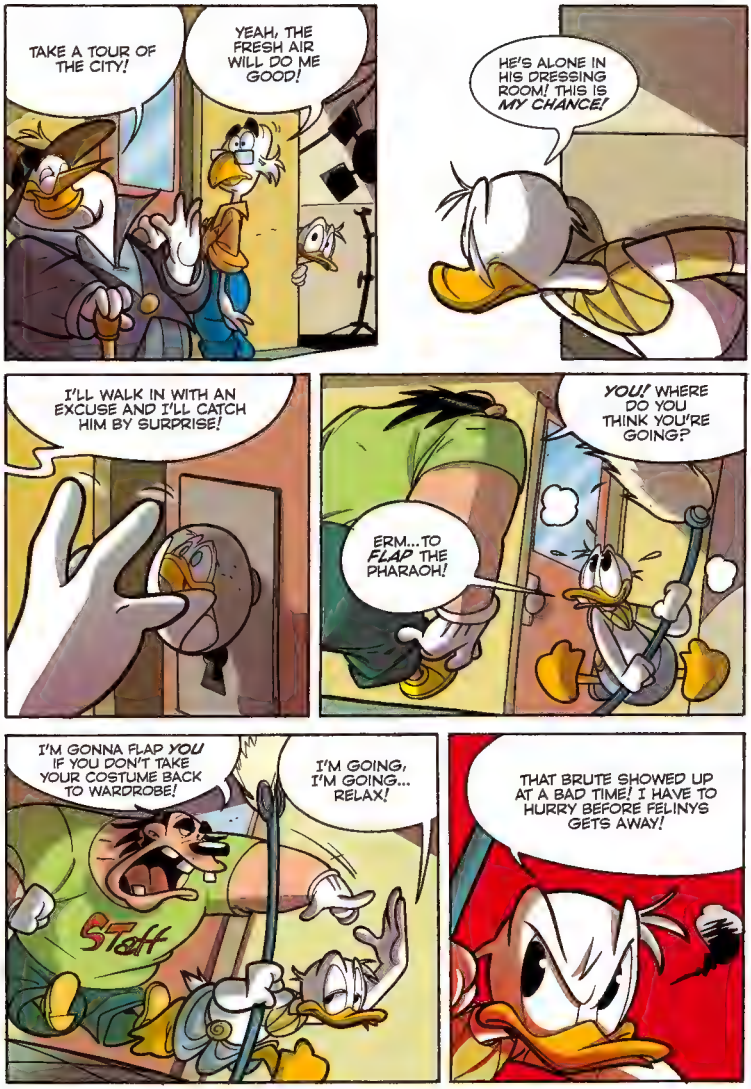
THE MAESTRO IS IN CAIRO TO SUPERVISE REHEARSALS FOR ANOTHER OPERA.
DO YOU KNOW AIDA?
THAT'S THE NAME OF THE OPERA.
UH, YEAH, SURE... NICE GIRL.
...OH...RIGHT...
YOUR MISSION IS TO GET TO EGYPT AND GET CLOSE TO FELINYS...
AND HAVE HIM UNDERGO AN EMERGENCY T.R.B.!
BUT I HAVE NO IDEA HOW TO--
"GIZMO WILL TEACH YOU!"
YOU'LL USE THIS PORTABLE MEMORY RESETTER, DISGUISED AS AN MP3 PLAYER!
NICE! DOES IT PLAY MUSIC, TOO?


UH...NO. INSTEAD IT WILL ACTIVELY SELECT AND ERASE FELINYS' MEMORIES OF HIS INVOLVEMENT WITH THE AGENCY!
GET HIM TO WEAR THE EARPHONES, TURN IT ON AND...
...THE T.R.B. WILL DO ITS JOB IN SECONDS! GOT IT!
THE NEXT DAY...
I'VE ARRIVED AT THE FAMOUS CAIRO OPERA HOUSE! IT'S EVEN MORE IMPRESSIVE UP CLOSE!
TAXI
NOW I JUST NEED TO FIGURE OUT A WAY IN!
ARTISTS' ENTRANCE
HEH, HEH! PROBLEM SOLVED!
EXTRAS NEEDED


I DON'T EXACTLY BUY YOU AS AN EGYPTIAN WARRIOR.
ARE YOU CRAZY, MISTER DIRECTOR?
LOOK AT THESE MOVES! WALK LIKE AN EGYPT!--
I THINK I'VE GOT JUST THE RIGHT PART FOR YOU!
ALL RIGHT, ALL RIGHT.
SOB! I SHOULD'VE KNOWN I WAS GOING TO BE A FAN FLAPPER!
FLAP MORE SOLEMNLY! IT'S A GRANDIOSE ENTRANCE, NOT A PICNIC!


THIS IS WORSE THAN PLAYING THE TRIANGLE. BUT AT LEAST I GOT IN -*JACK!*-
YOU JUST *THREW OUT* THE FIRST VIOLIN BECAUSE HE MESSED UP *ONE* NOTE!
I-I APOLOGIZE, I DON'T KNOW WHAT CAME OVER ME!

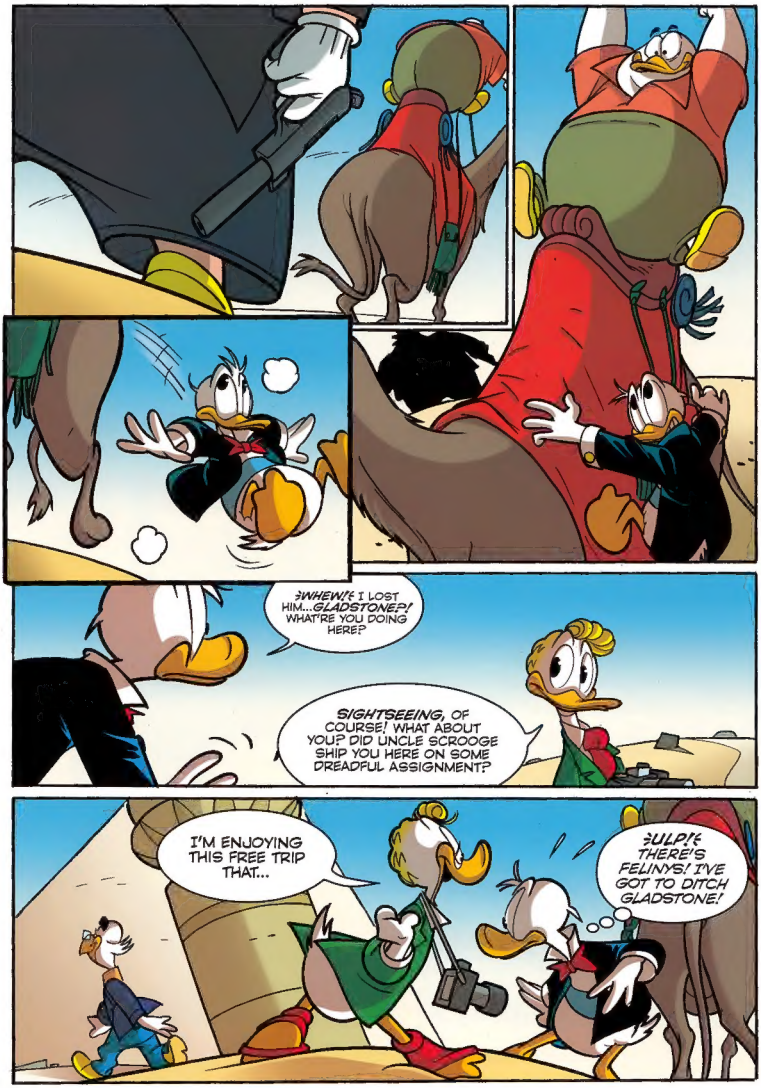

YOU OKAY, FRIEND?
}GROAN!{ THAT CONDUCTOR IS SERIOUS!
MAESTRO, ARE YOU FEELING ALL RIGHT?
I'M...AFRAID NOT! BETTER POSTPONE THE REHEARSAL!
HOW DID YOU THROW HIM LIKE THAT?
IT'S A JU-JITSU MOVE...
...BUT I'VE NEVER TRAINED FOR JU-JITSU IN MY LIFE!
WELL YOU LOOKED LIKE A PRO.
BAH! I CAN'T UNDERSTAND WHAT'S WRONG WITH ME! SOMETIMES I FEEL LIKE I'M SOMEBODY ELSE!
MAYBE IT'S JUST STRESS! YOU SHOULD TAKE A DAY TO REST!


TAKE A TOUR OF THE CITY!
YEAH, THE FRESH AIR WILL DO ME GOOD!
HE'S ALONE IN HIS DRESSING ROOM! THIS IS *MY CHANCE!*
I'LL WALK IN WITH AN EXCUSE AND I'LL CATCH HIM BY SURPRISE!
YOU! WHERE DO YOU THINK YOU'RE GOING?
ERM...TO *FLAP* THE PHARAOH!
I'M GONNA FLAP *YOU* IF YOU DON'T TAKE YOUR COSTUME BACK TO WARDROBE!
I'M GOING, I'M GOING... RELAX!
THAT BRUTE SHOWED UP AT A BAD TIME! I HAVE TO HURRY BEFORE FELINYS GETS AWAY!

EXTRAS
DRESSING
ROOMS
TOO LATE, I KNEW IT!
EXIT
ALL I CAN DO NOW IS TAIL HIM AND WAIT FOR THE RIGHT MOMENT!
SOME SIGHTSEEING WILL HELP ME RELAX. TO THE PYRAMIDS!
TAXI
AS YOU WISH, MAESTRO!
YOU! FOLLOW THAT CAR!
REALLY? JUST LIKE IN THE MOVIES!
TAXI
VROOM

THE EL-GIZA PLAIN, THREE HOURS LATER...
THE GREAT PYRAMID OF GIZA IS ONE OF THE SEVEN WONDERS OF THE WORLD AND WAS BUILT BY PHARAOH KHUFU IN...
DARN! I CAN'T GET TO HIM IN THIS CROWD.
I'LL WAIT HIM OUT...HEY! HE'S MOVING AWAY FROM THE GROUP!

I'VE GOT THE RESETTER READY-- UH, OH! LOOKS LIKE SOMEBODY'S AFTER ME!
OH, GREAT! THAT NEANDERTHAL IS SHOOTING AT ME!
ZIIIIING
ZIII
IIING


WHEW! I LOST HIM...GLADSTONE?! WHAT'RE YOU DOING HERE?
SIGHTSEEING, OF COURSE! WHAT ABOUT YOU? DID UNCLE SCROOGE SHIP YOU HERE ON SOME DREADFUL ASSIGNMENT?
I'M ENJOYING THIS FREE TRIP THAT...
YULP! THERE'S FELINYS! I'VE GOT TO DITCH GLADSTONE!

TO BE CONTINUED

IT'S ALL ABOUT THE KIDS!

You've probably heard the phrase "the more things change, the more they stay the same." It's a common idiom, though I've never really bought into it. As far as I'm concerned, change is change. Why make it sound stale and boring when there's so much excitement to focus on?

Take me, for example. My name is Christopher Meyer, and I joined the BOOM Kids! editorial team fairly recently. Last year, I was working a desk job much like any other. But here in 2010, I'm helping to create the very comic you hold in your hands. Every day, I collaborate with some of the most talented writers and artists in the industry on some of the world's best-known and best-loved characters, from Mickey Mouse to Buzz Lightyear to Stotler and Waldorf. And every day I get the satisfaction of seeing our efforts translated onto the printed page and enjoyed by fans like you around the world. With change like that, who could possibly think about anything staying the same?

OK, so I haven't joined THAT recently. Eagle-eyed readers may have spotted my name on a few credits pages over the last few months, or seen my "interesting" attempts at humor in the letters page of WALT DISNEY'S COMICS. So rest easy and know that you're in good hands, gentle reader; trust me when I say, without exaggeration, that I have seen THE INCREDIBLES 25 times. I'm as much a fan as you are.

I don't know why I haven't gotten around to introducing myself until now. Maybe because I'd rather spend my time telling you about all the exciting plans we have coming your way. This month alone, we're proud to debut a gorgeous new FINDING NEMO series, and an exciting new direction for CARS with the release of ADVENTURES OF TOW MATER #1!

Then there's next month, which will debut the brilliant new mini-series MUPPET SHERLOCK HOLMES. Beyond that, September will celebrate an epic anniversary with MICKEY MOUSE AND FRIENDS #300, while October will see two awesome new storylines: "Feathers of Fury" takes Donald back to his classic comedic roots in DONALD DUCK AND FRIENDS #359, while DARKWING DUCK #5 begins a tale so titanic we could only call it "Crisis on Infinite Darkwings"! But that's nothing compared to 2011, when we'll — whoops, almost let the cat out of the bag. But let's just say longtime Disney fans will not be disappointed!

There's a lot to get excited about here in the BOOM Kids! world — you might even say a lot is changing! So hang out with us over the next few months and check out what we have to offer; I think you'll agree that as more things change, they really don't stay the same.

— Christopher Meyer, Editor

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UPCOMING FROM BOOM KIDS!

Jake Myler, artist of FINDING NEMO

CREATOR OF THE MONTH

This month, our readers will get an eyeful of your artwork in the pages of FINDING NEMO #1. How did you get the gig?

I've been really lucky to be able to work with BOOM! Studios this year on a lot of different projects. I've been doing a lot of different covers for them, and some coloring. Along the way I've gotten to know a lot of the editors there, and one day I got asked out of the blue if I'd like to work on FINDING NEMO. I didn't hesitate for a second!

What do you enjoy most about illustrating the world and characters of FINDING NEMO?

I love how colorful the characters are — I guess that's a predictable answer when you're dealing with tropical fish, but when I finally get to the coloring part, it's always a ton of fun.

You've established yourself as a real double threat by both drawing and coloring. What do you like most about each form of art?

It's kind of spoiling me right now because I'm both drawing and coloring the comic and get to see each page from beginning to end. In drawing it, I love the freedom of expression and just getting to set it all up! Drawing's the most fun part. Also I get the added bonus on this story of not having to worry about getting too finicky since I don't have to worry about a colorist trying to figure out what I drew. And as far as coloring, I just love how it really brings the characters to life, especially these guys since they're all so bright.

You've worked on covers for a wide variety of BOOM Kids! titles and characters. Who have been your favorite characters to work on, and why?

I think it's been DARKWING DUCK, mostly because I'm a fan of that series. I did a few covers for future issues, so I'm pretty excited to see when they'll appear! I also did a bunch of covers for DISNEY'S HERO SQUAD, which I didn't know about when I got the project, but then quickly become a fan of. It's been really great drawing these well-known Disney characters taking on superhero roles!

What other Disney/Pixar characters are you itching to illustrate?

If Boom ever makes a BOLT comic book I want first dibs! I really loved the way everything was rendered and would love to see it in comic form!

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